

Beyond the Blog: The New Rules of Collaboration and Communication

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Getting Status Updates

- One of the hardest jobs for the scheduler is getting status updates from the project team.
- Over 50,000,000 people do it voluntarily and frequently on Facebook?
- What's going on here?
 What can we learn from this?



Meetings



The status update meeting has its strengths and weaknesses.

Meetings

Strengths

- Low latency
- More civility
- High Fidelity

Weaknesses

- Inconvenient
- Inefficient
- Expensive



Phone & Internet

- Is there a more disruptive device than the phone?
- ▶ Email has its own drawbacks.



Remaining Deficiencies







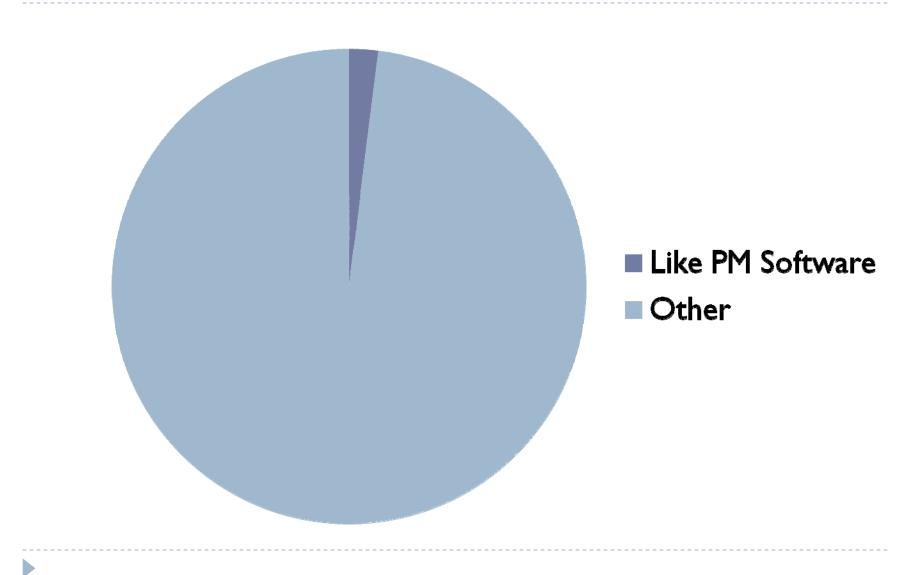
A Market is Born



This guy will sell you software that solves all of your problems.

You can just go home now.

Users Respond



What Can We Learn About Project Collaboration?





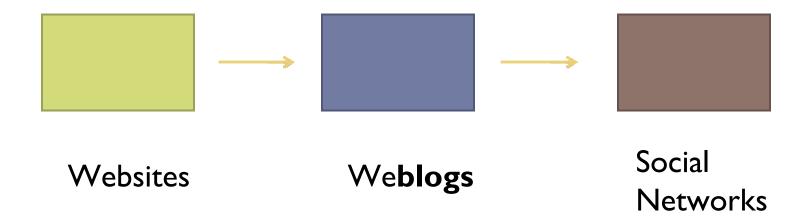






Blogging

▶ Blogging changed the rules of publishing.

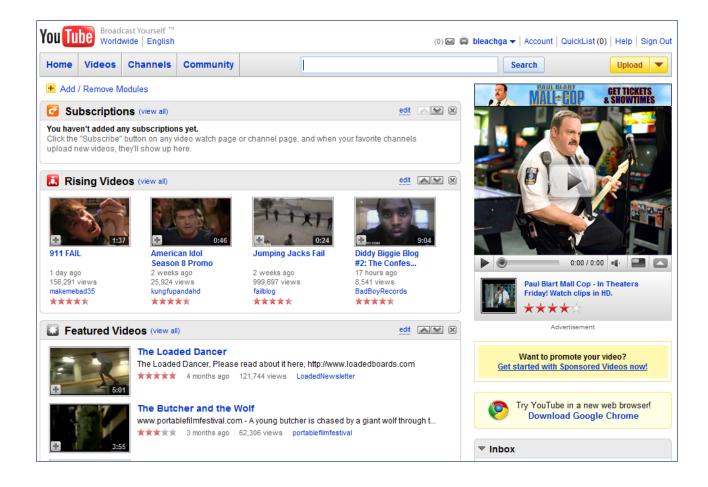


Blogging

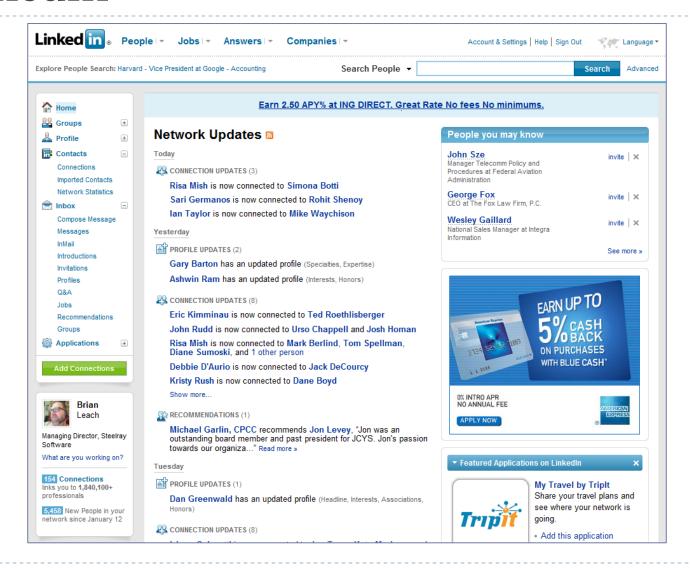
Social networks have changed the rules of blogging.



YouTube



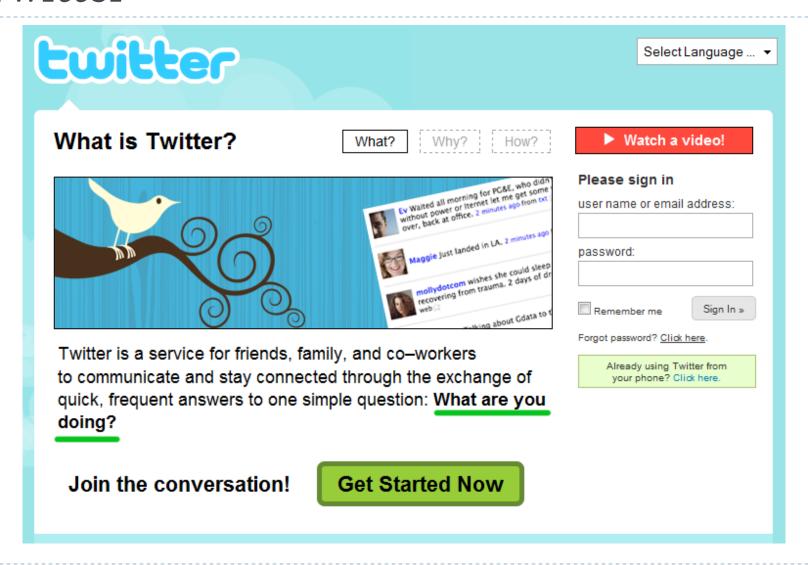
LinkedIn



MySpace



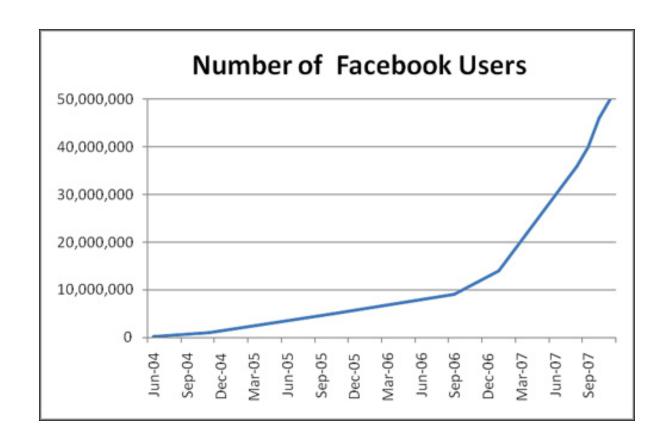
Twitter



Facebook



Facebook



Facebook Since 2007



Building Blocks

- Authentication
- Profile / Home Page
- Messaging
- File/Photo/Link Sharing
- External Notification
- Groups / Communities
- Application Platform
- Search



Why They Work

- Social
- Addictive
- Low Barrier to Entry
- Near Zero Footprint
- Lurkers Observers Welcome
- Easy (Enough) to Use
- Mobile Device Friendly
- Self-Promoting (Encourage Their Own Growth)



Social

- They promote communities.
- Nothing spreads as fast as news and gossip.
- Allow individuality and personality



Addictive



- Appeal to the news junkies.
- The more "friends", the more "news".
- Applications

Low Barrier to Entry

- Easy to get started
- ▶ Remains simple.
- Free



Near Zero Footprint

- No installation.
- No documentation.
- ▶ No licensing.
- ▶ Few constraints.



Observers Welcome

Social networking platforms do not require active contributions.

They are all "lurker" friendly.



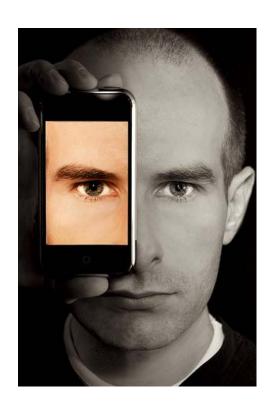
Easy to Use

- Easy enough to navigate and use.
- ▶ Short messages.
- ▶ Need not be time consuming.
- Very little learning curve.



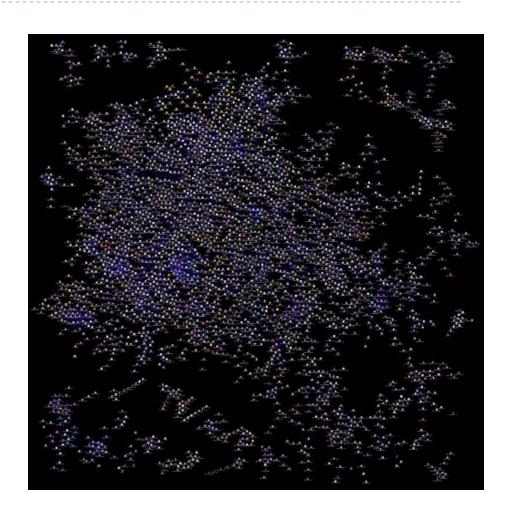
Mobile Device Friendly

- They <u>must</u> be accessible from mobile devices.
- ▶ A minimum of typing is required.
- Limited real estate should not be a problem.



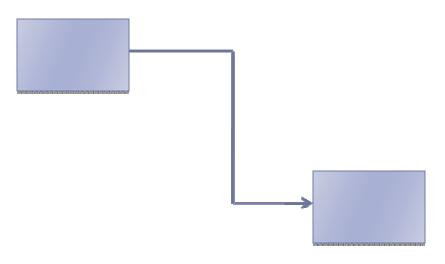
Encourage Networking

- Like the Internet, a network of networks.
- Make educated guesses about other people & information that you might find interesting.



Applying Success Factors to PM

- ▶ People are people, not resources.
- Technology should never get in the way.
- Loosely coupled networks work better.
- Self-Organizing can work well.
- Open API that works well.
- Publish/Subscribe Model.
- ▶ Keep it simple.
- ▶ Keep it familiar.
- ▶ More . . . for discussion.



Let's Talk About This

